## Claims

 Method for coding a presentation description of audio signals, comprising:

generating a parametric description of a sound source including information which allows spatialization in a 2D coordinate system;

linking the parametric description of said sound source with the audio signals of said sound source; characterized by

adding an additional 1D value to said parametric description which allows in a 2D visual context a spatialization of said sound source in a 3D domain.

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- 2. Method according to claim 1, wherein separate sound sources are coded as separate audio objects and the arrangement of the sound sources in a sound scene is described by a scene description having first nodes corresponding to the separate audio objects and second nodes describing the presentation of the audio objects and wherein a field of a second node defines the 3D spatialization of a sound source.
- 25 3. Method according to claim 1 or 2, wherein said 2D coordinate system corresponds to the screen plane and said 1D value corresponds to a depth information perpendicular to said screen plane.
- 4. Method according to claim 3, wherein a transformation of said 2D coordinate system values to said 3 dimensional positions enables the movement of a graphical object in the screen plane to be mapped to a movement of an audio object in the depth perpendicular to said screen plane.

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5. Method for decoding a presentation description of audio

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signals, comprising:

receiving audio signals corresponding to a sound source linked with a parametric description of said sound source, wherein said parametric description includes information which allows spatialization in a 2D coordinate system;

## characterized by

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separating an additional 1D value from said parametric description; and

spatializing in a 2D visual context said sound source in a 3D domain using said additional 1D value.

- 6. Method according to claim 5, wherein audio objects representing separate sound sources are separately decoded and a single soundtrack is composed from the decoded audio objects using a scene description having first nodes corresponding to the separate audio objects and second nodes describing the processing of the audio objects, and wherein a field of a second node defines the 3D spatialization of a sound source.
  - 7. Method according to claim 5 or 6, wherein said 2D coordinate system corresponds to the screen plane and said 1D value corresponds to a depth information perpendicular to said screen plane.
  - 8. Method according to claim 7, wherein a transformation of said 2D coordinate system values to said 3 dimensional positions enables the movement of a graphical object in the screen plane to be mapped to a movement of an audio object in the depth perpendicular to said screen plane.
  - 9. Apparatus for performing a method according to any of the preceding claims.